

Todo List

Table of contents

1 Needed Improvements.....	2
2 Useful Enhancements.....	2
3 Feedback.....	3

1. Needed Improvements

- [all]
 - DSft.bin needs mm7 and mm8 support
 - Show variable dlw unknown3 records
 - Handle offsets in blv Unknown0 data
 - Items in chest control array
 - duplicate/add lod resources
 - create decoding table tool and handler
 - decode identified status bits - 0/1 id, 0/2 broken, 0/4?
 - handle special magic in chest items, gold in items
 - decode unknown3 in chest items (item class?)
 - Dirty status for handler data changes
 - lodresourcecontroller instance tracker (especially for dirty data)
 - Add new/changed palette support for importing sprites.
 - Remove sprite loading lookup table objects and read array directly
 - Pal handler imports
 - Bin file handlers
 - Raw file imports
 - MM7 and MM8 level format differences
 - Some events have different formats
 - Odm/blv/ddm/dlw have slightly different formats for mm7 and mm8
- # mkienenb

2. Useful Enhancements

- [all]
 - PageUp/PageDown for scroller in displayed components.
 - Retrieve save panel from application controller for persistence
 - Multiple monitor panel (a la eclipse background tasks)
 - Refactor UnlodFrame into display and control classes
 - Provide separate getData for raw/decoded composite data
 - Have icon palettes as part of getData/writeData
 - Load in multiple-image formats.
 - Write file converter functions for importing/exporting/displaying fnt files
 - Write tests that compute the md5 signature for all extracted MM6-8 resources to insure the basic unpacking code is still valid.
 - Find a better way to locate MM8LevelEditor.properties?
 - Somehow find installation directory for MM6-8 and make the default path point to one of them?
 - Create handler mechanism so LodFileLoader can be versioned and no longer

Todo List

- referenced in org.gamenet.
 - Create loader mechanism for loading various LOD file types rather than hardcoding them in LodFileLoader
- # mkienenb

3. Feedback

- **[feedback]** Mail mkienenb@alaska.net (mailto:mkienenb@alaska.net) with feedback. #mkienenb